

## PLOT & INSTRUCTIONS



### CAPTION:

Mr Laurel and Mr Hardy are mad... with each other!

### SCENE:

A small corner in a small town. Stan is standing here pondering the lock on the nearby dog-catcher's van. The mechanism appears to be beyond him. Suddenly Ollie appears from around the corner... in one hand he carries small map of the small town, in the other a paper bag emblazoned with the legend: "PERCY'S PERFECT PIES." With far from deft movements, our fat friend places the map in his mouth and unbags a thick creamy custard flan. Stan looks up from the lock and goes to lick his lips. Before his tongue has left his mouth however, his unlicked lips,

and indeed the rest of his face, are covered in flan. His look of anticipation changes to the familiar tearful visage, followed by that awful whine. Ollie runs off in the opposite direction. Stan picks up the empty bag and notes the address of the pie shop. He heads off in that direction with thoughts of revenge...

### TAPE LOADING

Press Shift and Run/Stop Keys together to load the program

**DISK LOADING** Type: **LOAD"★",1**  
Press Return.

### THE AIM OF THE GAME...

...is simply to throw a chosen number of flans into your opponents face before he does the same to you. To do this you will need to find a supply of flans, and then locate your opponent and leave him with pie on his face.

You may find a cycle useful, to help you speed around the town, but remember cycling can be prohibited in certain areas. And what if your opponent accidentally leaves something sharp on the ground? A puncture certainly won't increase your chances of winning.

Slippery roads can cause problems whether on foot or wheels, and pedestrians might well have problems with their bearings.

Speaking of which, who could expect to find their way around a strange town without a map?

You might find the wildlife will return any favours, and stay with you for a while. Of course all this running and cycling is thirsty work...

To find out more, play the game.

### THE SCREEN

During the game the screen is divided into three sections.

The TOP section shows Mr Hardy (Ollie). He will always appear in the centre of the screen and can be moved to the left or right with the background and other characters scrolling past him.

The BOTTOM section shows Mr Laurel (Stan) in the same way.

The MIDDLE section, which is in colour, is itself divided into three:

- (i) In the CENTRE is the pianist; a talented musician hired to improvise a suitable musical backing through the game.
- (ii) The LEFT hand side shows a picture of Stan, the colour of his face indicating how thirsty he is. A column of small pictures or ICONS show what Stan is carrying, and if he has a MAP, there will be an insert showing his position as well as an arrow indicating his direction of travel.
- (iii) The RIGHT hand side shows Ollie's face, map and icons.

### STARTING THE GAME

OLLIE (top) is controlled using a joystick in port II (rear).

STAN (bottom) is controlled using a joystick in port I (front).

If you require a 1 player game, you can choose which character to play, and have the other controlled by the computer.

You can also go into a DEMO mode by having both players controlled by the computer.

All options on the opening screen can be selected using either joystick.

To select the characters move the joystick LEFT or RIGHT, and to choose the number of flans needed to win, move it UP or DOWN. When you are satisfied with the highlighted choices press FIRE to start the game.

### MOVING THE CHARACTERS

The joystick directions are defined as follows:



If FIRE is not pressed they perform the following actions:

- LEFT: Accelerate left  
RIGHT: Accelerate right  
UP: Turn corner 'into' screen at junction  
DOWN: Turn corner 'out of' screen at junction

### WHICH WAY UP:

It is important to remember that Left and Right on screen do not always correspond to West and East on the map. If you have turned 90° you will be travelling vertically, with Left and Right now corresponding to North and South on the map. Turn again and you will be travelling horizontally.

### THROWING A FLAN

If you have collected a flan, and managed to put it in your hand, as well as having a terrific sense of achievement you will be in FLAN MODE. This is indicated by the letter 'F' by the picture of a flan in the column of icons.

In this mode pressing the fire button will simply throw the flan. *Once thrown, you lose the flan, so get it right!*

### DOING THINGS OTHER THAN MOVING AND THROWING FANS

If you are NOT in flan mode and NOT moving, pressing fire will open up a whole new world.

A silent film style caption will appear, offering you a possible next action. This can be changed by moving the joystick in any direction then returning it to the centre. The choices offered will be dependent on where you are, what you have, and what is nearby. Releasing fire will do something indicated by the caption, which may be slightly cryptic!

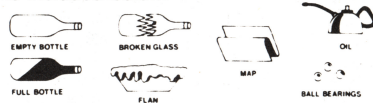
Pressing fire whilst not in flan mode, but moving, does absolutely nothing!

### DEHYDRATION

Naturally, all of this running and cycling around can be very tiring work, and will eventually leave you rather thirsty. If you get too thirsty you will find yourself unable to travel as fast as you could before. What you need is a drink! (Be careful to sip only SOFT DRINKS though!) The extent of your thirst is indicated by the colour of your character's face in the centre section of the screen. The darker it gets, the thirstier you are!

### WHAT'S THIS HERE THEN?

In order to make the game a bit simpler, an inventory is included for each character. These are in the form of columns of ICONS in the centre section of the screen. Although somewhat out of character in a period piece such as this they do enable quick and easy identification of what is being carried. To make it even easier, a list of the icons used is included below:

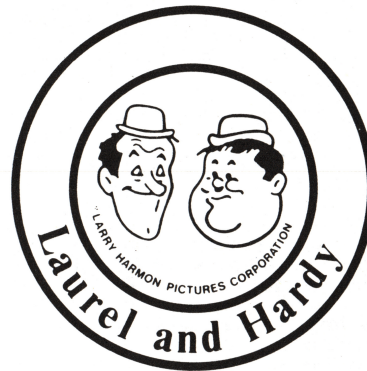


### GIVING UP

To quit the game, or the demo at any time hit the RESTORE key.

### INTERMISSION

If SHIFT LOCK is pressed there will be a short interval until it is released again. Refreshments will be available in the foyer.

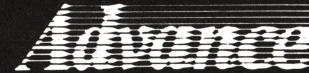


LAUREL AND HARDY the game was designed and programmed by Andy Wilson with help from ADVANCE SOFTWARE PROMOTIONS and Steve Cooke.

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L A R R Y H A R M O N S

# Laurel & Hardy



COMMODORE 64